GFL CHAMPIONSHIP
FOOTBALL™ II

Credits

GFL Championship Football II was programmed by
Mark Easter and Greg Zumwalt, ZCT Systems.
Produced by Sherry Whiteley.
Tested by Keith Orr and Stew Perkins.
Product management by Dale Head.
Player's Guide by Jim Carr. Editorial management by
Laura Singer. Production by GlennHills Graphics Co.

For a recorded message about our newest software, call 415/329-7699. For technical help, call Product Support between 9:30 a.m. and 4:30 p.m. Pacific time, Monday through Friday: 415/329-7699.

If you have a modem, you can contact Gamestar through our Electronic Product Support Bulletin Board System: 415/329-7684.

For information about our products, write to:

Product Support
Gamestar
P.O. Box 3047
Menlo Park, CA 94025

For the best service, be sure to **note the subject of your inquiry on the outside of the envelope.**

COPYING PROHIBITED

GFL CHAMPIONSHIP
FOOTBALL™ II

Player's Guide

GAMESTAR★

Contents

Introduction

It's fourth and goal at the three, you're behind by five points with less than a minute to play, and *you* want the ball. Will the coach call your number? Can the defense stop you if he does?

GFL Championship Football II puts you on the gridiron.

You'll see all the action—the crashing line play, flying tacklers, and nimble defensive backs backpedaling as they try to anticipate your moves—through the eyes of the quarterback, running back, or wide receiver.

You're the coach who drafts your own team, then calls all the offensive plays.

And you're *the man* on offense—the quarterback, running back, or wide receiver with all the right moves; the punter who'll pin your opponent on their two-yard line with a coffin-corner kick; the kicker who wins the game with a last-second field goal.

This *Player's Guide* covers everything you need to know to play *GFL Championship Football II* against your computer. The first section, "Getting Started," describes how to load the game into your computer.

"Pre-Game Ceremonies" explains how to halt the demonstration game that begins automatically and how to become an "owner/coach" by drafting the teams—both yours and your computer opponent's—you'll send onto the field. It also shows how to determine how long you'll play.

"Kickoff!" leads you through the game-opening kickoff and runback. This section also describes the *GFL Championship Football II* scoreboard and shows you how to select the offensive plays available to you.

You'll find all the fundamentals of offensive play—running with the football and throwing passes—in "Running the Offense."

"Mastering Special-Teams Play" explains the fine points of punting, kicking field goals, extra points, and kickoffs, and returning kicks—all critical areas.

"Hints for Playing Better Football" provides tips on drafting teams, plus play-selection strategy, and running and passing the ball.

Finally, there's a short glossary of football terms that'll broaden your knowledge of the game; refer to this section whenever you come across a word or phrase you don't understand.

So pull on your pads, lace up your cleats, and button your chin strap. The game's on the line, and your number's been called.

Getting Started

To load *GFL Championship Football II* into your computer, follow these steps:

1. Start with your computer turned off and the cartridge slot empty.

2. Insert your *GFL Championship Football II* cartridge in the cartridge slot, label side up. Make sure it is inserted securely.

3. Plug a joystick into the right joystick port.

4. Turn on your computer and monitor.

Some Handy Controls

Pausing the Game

GFL Championship Football II lets you pause play at any time during a game. Just type the [P] (for ''pause'') key to halt the action. Type [P] a second time to restart the game.

Ending the Game Early

To end a game before it's over, press the reset button on the back of your computer. This returns you to the opening screen, where you can press the joystick fire button to select new teams and begin play again.

The joystick and fire button are the only other controls you'll need to play *GFL Championship Football II*.

Pre-Game Ceremonies

The Playing Field and Scoreboard

Following the credit screen, a *GFL Championship Football II* playing field (shown from two views) and a scoreboard appear on your screen.

The left half of the screen shows the gridiron from the players' perspective—at ground level, where all the action takes place. The right half shows the field from an overhead angle, as a coach in an end-zone pressbox seat would see it. How to use each section of the playing field to your advantage is described in "Executing a Play."

The scoreboard displays all the information you'd find on a scoreboard at any stadium:

- The names of the teams (in their respective colors, above and below the right-hand section of the screen)

- The score (next to the teams' names)

- The down, highlighted in the color of the team possessing the ball; the yard line the ball is on; and yards to go for a first down

- The quarter, highlighted in the color of the team possessing the ball

- The game clock, labeled "Time" (quarters are 15 or 7½ minutes long, depending on your selection)

- A 30- or 15-second play-selection clock

The scoreboard also contains a one-line chalkboard at the bottom of your screen. This chalkboard serves as an "announcer," displaying information and messages that help you play the game more effectively. For example, the chalkboard tells you when your ball carrier has been tackled, when your quarterback has thrown a completion (or interception), and when the football is in the air after a kickoff. You should look to this chalkboard after running a play or when making selections to start a game.

The Team Draft

A few seconds after the playing field and scoreboard appear, the computer automatically begins a demonstration game, putting two computerized teams through their paces.

To halt the demo game and begin the team draft—you select both the team you coach and the computer's squad—press the fire button on your joystick. A **Select Opposing Team?** message appears on the chalkboard, and a **Yes/No** prompt appears across the middle of the playing field.

To choose a team for your opponent—that is, the computer—first press the fire button to select **Yes**.

The roster of *GFL Championship Football II* teams then appears. These teams are all rated according to their strengths and weaknesses. When matched against other teams' strengths and weaknesses, these ratings make for highly competitive games. The ratings are based on a three-tiered system, with H (for high) the strongest, M (for medium) second best, and L (for low) the weakest ranking. The computer uses these rankings while manipulating players during *GFL Championship Football II* games.

Naturally, the higher-rated players and teams are more talented than the lower-rated ones. For example, defensive backs and linebackers with M ratings are better tacklers than those with L ratings. Similarly, a quarterback with an H rating can outpass those with an L rating. These ratings are described in "Chalktalk on the Draft," which compares each team's abilities in seven categories.

You can scroll through the team roster by pushing the joystick forward or backward, highlighting a different team's name—for example, the **Bandits, Redbirds,** or **Seagulls**—as you go. When the name of the team you want is highlighted, press the fire button.

The name you selected then appears beneath the right-hand view of the playing field.

If you don't care who your opponent is, move the joystick toward you to highlight **No**, then press the fire button. The computer automatically makes its choice, displaying the name of the team it selects beneath the right-hand playing field.

The prompt **Select Your Team** appears, and the teams' names are displayed again. Study the chart in "Chalktalk on the Draft," then make your selection.

First, scroll up and down through the teams with the joystick to highlight your choice. Then press the fire button.

Naturally, you can't select the same team the computer has—if you attempt to do so, a **Select Different Team** message is displayed on the chalkboard, and you are allowed to pick another team.

The computer responds by placing your team's name above the right-hand view of the playing field.

Selecting Between Normal and Fast Games

GFL Championship Football II lets you play regular 15-minute quarters or abbreviated 7½-minute quarters. Use the shorter games for practice or when you don't have time for a full game.

When the **Select Game Speed** message appears on the chalkboard, use the joystick to highlight **Normal Game**, for 15-minute quarters, or **Fast Game**, for 7½-minute quarters. Then press the fire button.

NOTE: When you play 15-minute quarters, you'll have 30 seconds when on offense to select your play or you'll be called for delay of game and assessed a five-yard penalty. When you play 7½-minute quarters, you have only 15 seconds to select your offensive play; this simulates a hurry-up offense and can be good practice for high-pressure games.

Kickoff!

GFL Championship Football II games, like the real football games they resemble, begin with a kickoff. There's no coin flip, however; the computer-controlled team always kicks off, and your team always receives.

The chalkboard warns you that the game is about to start by displaying a **Waiting for Kickoff** message.

The *kicking team,* which is controlled by the computer, is in red. The *receiving team,* which is yours, is in blue. What you see after the kickoff depends on which view of the playing field you focus on.

On the left, in a three-dimensional (3-D) perspective, you'll see what a real kick returner sees: several blocking teammates and the ball (the large brown rectangle) flying downfield toward you. Soon, you'll also see attacking defenders moving in for a tackle.

On the right, the two-dimensional overhead view shows the two teams lined up at opposite ends of the field. Your team is in blue at the bottom; the computer's team is in red at the top. (The players and the team names are displayed in the same color.) In this view, the ball is represented by a square.

With the exception of the kicker and the player you control with your joystick, each player is displayed in the overhead view as a small square. You control the movement of the player represented by the large blue rectangle.

The kicker, represented by a red rectangle, quickly begins his approach to the football and kicks off, and **The kick is in the air** appears on the chalkboard.

During the kickoff return, you might find it convenient to focus on the right side of the screen. The ball flies from the top to the bottom, and you must use the joystick to move the blue rectangle toward the ball to catch it.

Move your kickoff returner until he touches the square representing the football to "catch" it, then run with it (the receiver becomes the large rectangle). Otherwise, a computer-controlled defender can "down" the ball, and you begin play from scrimmage at that point. On your screen, the line of scrimmage appears as a dotted green line.

After catching the kickoff, you naturally want to avoid the pursuing defenders. Move the returner downfield, right, or left by pushing the joystick in the corresponding direction.

Unless your returner breaks into the open and scores a touchdown, he'll soon be driven crashingly into the turf, and a **Tackled** message will appear on the chalkboard.

You're now ready to begin play from scrimmage.

Play Selection

Plays are selected from a pop-up "window" that appears in the middle of the screen.

When play begins after the kickoff, your team (in blue) is on offense, the computer's team (in red) is on defense, and **Select a Play** is highlighted on the chalkboard.

To see all of the play choices available to you, push the joystick forward or backward. As you do, the play choices scroll up or down, with a different play highlighted as you move through the list.

Don't take too long selecting your play, however; you have 30 or 15 seconds between plays to select a play, depending on whether you're playing a "normal" or "fast" game.

Your team is assessed a five-yard "delay of game" penalty when you fail to call a play before the play-selection clock runs down. (You'll see **Delay of Game Penalty** on the chalkboard.)

Running the Offense

Just as in real football, your goal in *GFL Championship Football II* is to score more points—via touchdowns, extra points, field goals, and safeties—than your computerized opponent.

Naturally, you must follow certain rules as you play. Most of these rules are identical to those of regular football. For instance, while on offense, you have four plays to go ten yards and get a first down or you must turn the ball over to the computer. (The computer makes sure you don't cheat on this rule, automatically switching the teams when one of them fails to get a first down.)

When your ball carrier is tackled, runs out of bounds, or drops a pass, the play is over.

Of course, you get six points for a touchdown, three for a field goal, one for a point after touchdown (PAT), and two for a safety.

Other rules apply only to *GFL Championship Football II*. For example, you can't "fake" a punt or field goal—once your team is lined up in a kicking formation, you have to kick the ball away.

You'll still have plenty of opportunity to outsmart your opponent, however.

The Offensive Plays

In plotting your offensive game plan, you can select from a variety of plays—long and short passes, sweeps right or left, a punt, or kicking a field goal—just like you would if you were playing on the gridiron.

Some offensive plays—the power rights and lefts—are best suited to short-yardage gains. Others—the XYZ right and left—are geared toward big pickups.

The offensive plays available to you are all run from the basic formation shown in Figure 1.

Figure 1. The Basic Offensive Formation
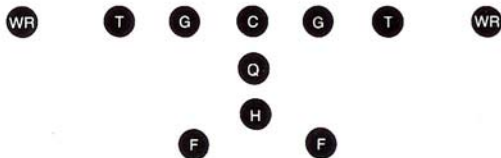
The offensive line is made up of the center (noted by a C), a guard (G) on each side of the center, and a pair of tackles (T) outside of each guard.

In the backfield are the quarterback (Q), who stands behind the center so he can take the center's snap; the halfback (H), who lines up several yards immediately behind the quarterback; and two fullbacks (F), who line up a step behind and to the side of the halfback. Two wide receivers (WR), who line up about ten yards to either side of the quarterback, complete the offense.

Once a play begins, you'll be called upon to maneuver the quarterback, halfback, or one of the fullbacks or wide receivers (depending on your choice of play) with your joystick.

Push the joystick forward to run downfield, backward to retreat from a defender, or left or right to move laterally toward the sidelines.

Push the fire button to throw a pass, hand the ball off, or pitch it out to one of the running backs.

Executing a Play

All plays begin with the offensive and defensive linemen in the "down" position, the quarterback in place behind the center, and the running backs and ends ready to move at the snap of the ball.

The right portion of the screen shows the two teams lined up in their standard formations, as shown in Figures 1 (offense) and 10 (defense).

The left portion shows the quarterback's view of the field prior to the center snap. (See ''Mastering Special-Teams Play'' for information on punts, field goals, and extra points.)

After you select a play, the chalkboard displays **Waiting for the Snap**. You start the play—that is, have the center hike the ball to the quarterback—by pushing the fire button. That sets the players on both teams in motion, with the quarterback, the player you control, in possession of the football. (When you are on defense, the computer selects a play and hikes the ball automatically.)

Your quarterback is represented in the right view of the playing field as the blue rectangle. The left view of the playing field shows you the field from the quarterback's perspective. After the quarterback dishes off the ball to a back or receiver, the new ball carrier becomes the rectangle, and you control him with the joystick.

The defenders pursue the ball carrier while the quarterback's offensive teammates begin blocking or moving into position for a handoff, pitchout, or pass.

Where and how you move the quarterback with the joystick after the center snap, of course, depends on the play you've called.

On running plays, you should begin moving the quarterback toward his assigned spot as shown in Figures 2 through 9, ready to hand off, throw a pass, or pitch the ball out, as soon as the ball is hiked.

On passing plays, you should get ready to push the fire button so you can hit the receiver the instant he makes his move.

You can use either view of the playing field to help you make these maneuvers. The view on the right gives you an overview, and the one on the left gives the more intimate feeling of play.

When you focus on the left view as you move downfield, you'll see your blockers and opponents in front and to the sides of you. The major yard lines—that is, the 20-, 30-, 40-, etc. yard lines—move toward and then under you as you run downfield, and as your ball carrier approaches the goal line, the goal posts grow larger.

The computer automatically restarts the 30/15-second play clock and redisplays the play-selection screen a second or two after a tackle. To speed up play, you can push the fire button right after the tackle, then select your next offensive play.

A dotted yellow line indicates the yards to go for a first down.

Whenever you score—a TD, field goal, extra point, or safety—the chalkboard lights up and the score displayed next to the scoring team's name is updated.

After you score a TD, the chalkboard tells you that you're about to kick a PAT. Again, you start the play by pressing the fire button. Then, after a PAT or successful field goal, you'll see the word **KICKOFF** highlighted. (See "Mastering Special-Teams Play" for details on these plays.)

Running the Offense

To be successful at *GFL Championship Football II,* you must understand the offensive plays available to you. That means knowing which "holes"—that is, the gaps created in the defensive line when your linemen throw their blocks—to hit with your running backs. It means learning the routes your receivers run on pass plays so you can hit them with accurate passes. And it also means learning when to press the fire button to hand off or pass the football. Like the real pros, you can perfect these moves only through hours of practice.

Figures 2 through 9 show the offensive plays you can select from the *GFL Championship Football II* scoreboard.

Figure 2. Fullback Flat Left
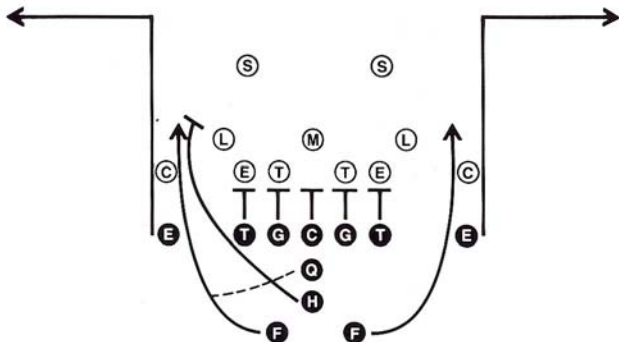
This play gives the quarterback the option of handing off to the left fullback, who runs to the hole between the left tackle and end; or tossing a pass to the halfback, who runs a down-and-out pattern toward the left sideline.
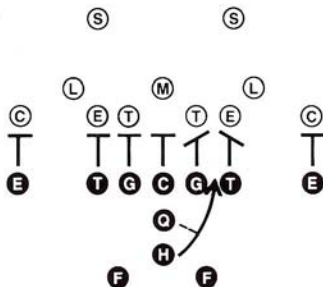
Figure 3. Fullback Flat Right
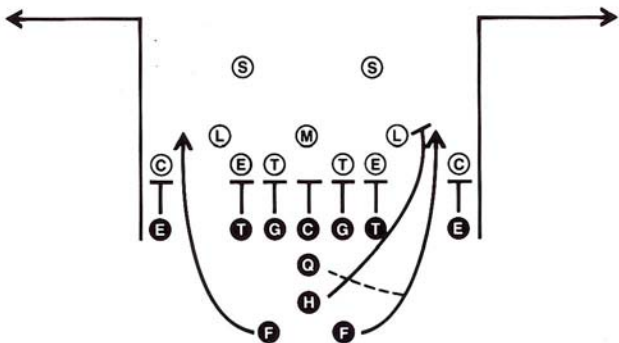
This play is identical to the fullback flat right, except it's run to the right side of the field.

Figure 4. Halfback Power Left
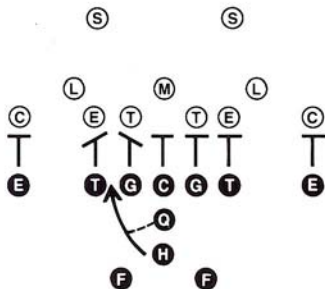
In this play, the quarterback has the option of running to the gap between the left guard and tackle or pitching back to the trailing halfback, who hits the same hole.

Figure 5. Halfback Power Right

This is the same play as the halfback power left, except it's designed to go to the hole between the right tackle and end. Again, the quarterback has the option of pitching the ball back to the halfback.
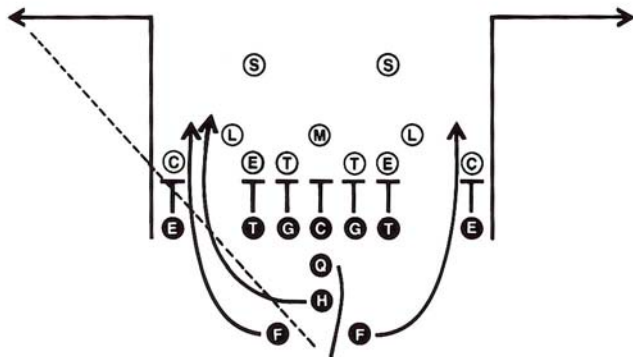
Figure 6. Sweep Left
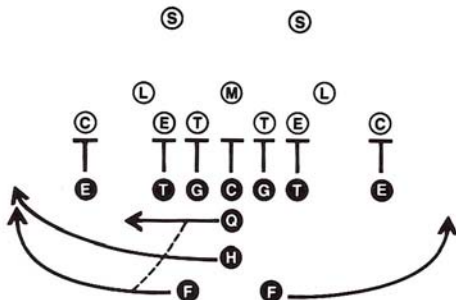
The sweep left calls for the quarterback to run to the extreme outside left, with the option of pitching the ball back to the left fullback, who trails the blocking halfback.
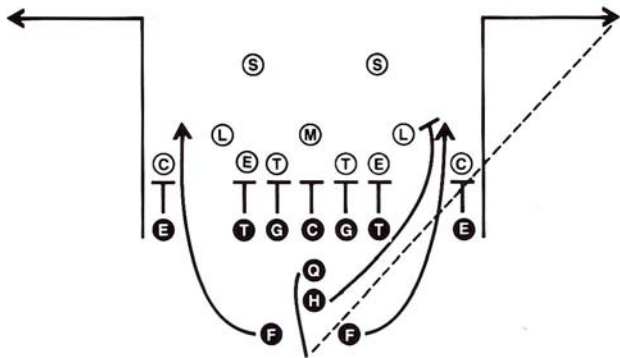
Figure 7. Sweep Right
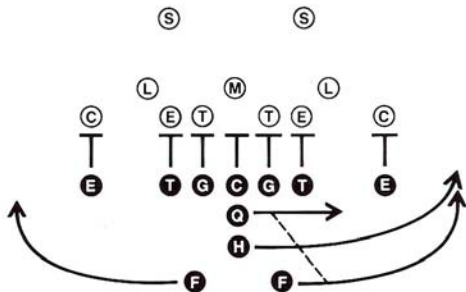
This play is the same as the sweep left, except it goes to the right side of the field.

Figure 8. XYZ Left

This play calls for the quarterback to throw a long pass to the *left* end, who runs a down-and-out pattern to the left sideline.

Figure 9. XYZ Right

Not surprisingly, this play calls for the quarterback to throw a long pass to the *right* end, who runs a down-and-out route to the right.

The receivers run precise, preset routes that put them in position to catch the quarterback's pass. These routes call for the receiver to run downfield, then take a ''cut'' to the right or left, depending on the play called.

Turning the Ball Over

When the ball changes hands—for example, when you fail to get a first down after four plays, miss a field goal attempt, punt, score, or throw an interception—your defense and the computer's offense automatically take the field.

With the exception of your designated defensive player (shown on the right view of the field by a rectangle) the computer controls both teams, calling both the offensive and defensive plays, hiking the ball, passing or running it, etc.

Defensive Play

The computer—not you—controls both defensive play selection and the movement of all the defensive players but one, even when you are on defense. You maneuver the "key" defender, shown as a rectangle, as you would your quarterback: push the joystick in the direction you want him to go. This player typically is the nose guard, but can be another player, depending on the offensive and defensive plays the computer calls.

The basic defensive formation is shown in Figure 10.

Figure 10. The Basic Defensive Formation
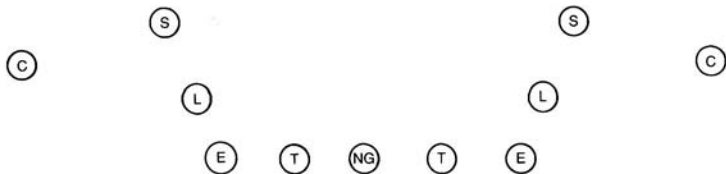
Up front, the base defense is made up of a nose guard (noted by an NG), two defensive tackles (T), two defensive ends (E), and two outside linebackers (L) who line up outside of and slightly behind the ends.

Two cornerbacks (C), who cover the offense's wide receivers, and two safeties (S), who cover assigned areas (or zones), make up the defensive backfield.

This is the formation popularized by the Grizzlies' former defensive coordinator Reddy Bryan, now head coach of the Hawks. Bryan developed this "half-zone" defense because it offers the most complete coverage against the two-receiver offense used by *GFL Championship Football II* teams.

When a play begins, the rectangular-shaped nose guard is directly over the offensive center, with the defensive tackles directly in front of the offensive guards, and the defensive ends across from the offensive tackles. Although you control only the rectangular-shaped player, all of the defensive players can tackle a ball carrier.

Before the computer begins an offensive play, a **Waiting for snap** message appears on the chalkboard. During the play, the chalkboard also displays **pitchout** or **pass** messages and whether the computer's play is successful or not.

Mastering Special-Teams Play

Few plays are more exciting than a 101-yard kickoff return or a last-second, game-winning field goal. And in *GFL Championship Football II*, as in real-life football, games are often won or lost by the play of the special teams—that is, the kickoff/kickoff return, punt/punt return, and field goal teams.

Mastering this aspect of your game can give you an advantage over your computerized opponent.

The object when kicking off and punting, naturally, is to make your opponent begin his drive deep in his own territory. Fast pursuit with your designated tackler will help you pin the computer's ball carriers down before they can break away. Figure 11 shows the punt formation.
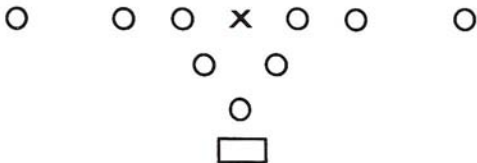
Figure 11. Punt Formation
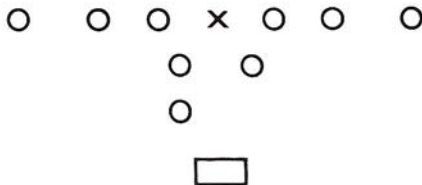
As noted earlier, you cannot ''fake'' a punt—once your team lines up in this formation, you must kick the ball.

Kicking Field Goals and PATs

When you select **Field Goal** from the play-selection list or score a touchdown, your team subsequently lines up in the place-kick formation shown in Figure 12.

Figure 12. Place-Kick Formation

```
O        O   O   x   O   O          O
                 O       O
                     O
                   [____]
```

In this formation, the kicker and holder are about ten yards behind the line of scrimmage, with the goal posts in the background.

As in a regular *GFL Championship Football II* play, the center snaps the ball when you push the fire button. The kicker moves forward and kicks the ball on his own, without your assistance.

Distance is crucial when kicking field goals. As in real football, your chances of kicking the ball through the uprights diminish as you move farther away from the goal line. These odds are controlled by actual-game percentages programmed into *GFL Championship Football II*.

When figuring out the distance you must kick a field goal, remember to add 17 yards (10 for the depth of the end zone, 7 for the ball placement behind the line of scrimmage) to the "yards to go" figure on the scoreboard.

Returning Kickoffs and Punts

Kickoff and punt returns are your opportunity to generate some excitement. That's because you'll be running in the open field, where it's usually one-on-one—just one defender between you and the goal line.

These situations demand quick lateral movement and effective use of the joystick and fire button to avoid and fend off would-be tacklers.

You must move the joystick toward the ball as it flies through the air; otherwise, the pursuing defenders can down the ball, leaving you in a "hole" to start your drive.

Start moving your receiver forward the instant you catch the football, pushing the joystick forward, right, or left to avoid tacklers.

Hints to Playing Better Football

Becoming a winning *GFL Championship Football II* player can be summed up in three words: practice, practice, practice!

Perfecting Your Passing Abilities

The passing game merits particular attention.

Throwing the football is the most difficult skill you're called on to master in *GFL Championship Football II*. Completing passes is *not* a matter of luck; the quarterback must throw to a specific spot, and if the ball doesn't get to it, then the wide receiver won't catch it.

Memorize each of the pass patterns so you'll know exactly where each of the receivers will be when you let go of the ball. Then practice them over and over, until the plays become second nature.

Outcoaching Your Opponent

Your play-calling strategies are important, too.

The success of any offensive play depends partially on statistical averages based on actual real-game results. (Don't forget, *GFL Championship Football II is* a computer-controlled game that depends on statistics programmed into it.)

Picking the right team for your particular skills is important, of course (see ''Chalktalk on the Draft'' for more on this aspect of the game).

Try to think like a pro coach: What would he call in a particular situation?

When it's third and 10 from the offense's own 20-yard line, the obvious call is a pass. On the first and goal at the eight, however, the offensive call isn't as certain. This is when your play-calling skills make the difference between winning and losing.

Chalktalk on the Draft

In general, it's usually wise strategy to draft a team with higher-ranked players: *GFL Championship Football II*'s computerized odds (like the odds posted by bookmakers) favor the "better" teams to win.

It's worth noting, however, that upsets *do* occur—last-place teams often beat division leaders—so drafting the highest-rated team available won't make you an automatic winner.

Your play-calling abilities can easily offset any built-in edge a top-ranked team may have over a lower-rated opponent.

In addition, whether or not you're a standout at throwing passes can determine which team you'll select. As you look at the team ratings in the draft, you'll note that some teams have an outstanding quarterback and top-rated receivers. Unless you're adept at throwing and catching the ball, however, this built-in advantage won't do you any good.

Study the accompanying skill-level chart to learn each team's strengths and weaknesses. Then, match each of the teams against each other several times to get a feel for what they can and cannot do.

GFL Championship Football II
Team Ratings

Team	Quarterback	Running Backs	Receivers	Offensive Line (Left/Right)	Defensive Backs	Linebackers	Defensive Line (Left/Right)
Bandits	L	H	M	M/H	H	M	H/M
Seagulls	M	M	M	M/H	H	L	M/H
Rockets	H	M	L	L/H	M	M	H/M
Indians	M	L	M	H/L	M	M	M/H
Mustangs	M	H	H	L/H	H	H	H/M
Tigers	H	H	M	H/L	M	H	M/H
Cougars	L	M	M	H/M	M	M	H/M
Buffalos	M	M	H	H/L	M	H	M/H
Senators	M	H	H	L/H	M	M	H/M
Pirates	L	L	M	M/H	M	M	M/H
Redbirds	L	H	M	M/H	M	L	M/L
Hawks	L	H	H	M/H	M	M	H/M
Gushers	H	M	H	M/H	M	M	H/M
Angels	M	M	M	M/M	M	H	M/M
Sharks	M	H	L	M/M	M	M	H/H
Grizzlies	H	M	M	M/M	H	H	H/H
Drillers	H	H	H	M/M	M	M	M/M
Cyclones	H	M	H	M/M	L	L	M/M
Bullets	H	H	M	H/H	M	M	H/H
Rangers	M	M	M	M/M	L	M	M/M

Note: An L rating equates to low, M equates to medium, and H equates to high.

A Football Glossary

Football, like all sports, has its own specialized vocabulary that can leave the outsider or newcomer confused and bewildered.

For instance, the words "quarterback" and "cornerback" may *sound* similar, but they actually play on opposite sides of the field (one throws passes, the other tries to knock them down). The following glossary of terms will help you become an expert football commentator.

Backfield: The area behind the offensive and defensive lines; generally used in reference to the offensive side. Also refers to the players lined up behind the linemen; that is, the quarterback and fullback on offense, the cornerbacks and safeties on defense.

Block: Pushing a defender so he can't make a tackle.

Center: The offensive player who lines up directly over the football. He's responsible for hiking the ball to the quarterback and blocking the nose tackle.

Completion: Catching the football after it's thrown by the quarterback. Also called a reception.

Cornerback: The defensive player who lines up on the extreme outside of the defense—that is, the corner—and covers a wide receiver.

Cut: A quick change of direction, such as running forward and then suddenly shifting right or left.

Defense: The team without the football.

Defensive back: A defensive player who lines up several yards behind the line of scrimmage; the safety and cornerback are considered defensive backs.

Defensive end: The defensive player who lines up across from the offensive tackle. His primary responsibility is to rush the passer while also forcing any ball carrier to the inside.

Defensive formation: A specific alignment designed to stop the offensive team from moving the football downfield.

Defensive tackle: The defensive player who lines up across from the offensive guard. His primary responsibility is to stop running plays.

Down and yards to go: This refers to the number of offensive plays already run in a series and the number of yards needed for a first down. An offensive team gets four plays, or downs, in which to cover ten yards and get a first down; if the offense fails to cover ten yards in four downs, it must give the ball up to the other team.

End: The offensive players who line up at the extreme outside of the line.

End zone: The areas at the ends of the playing field that are bounded by the goal line, sidelines, and end line. When a team moves the football into the end zone, it's awarded a touchdown.

Extra point: The point awarded the offensive team for successfully kicking the football over the crossbar and through the uprights after scoring a touchdown.

Field goal: An offensive play that calls for a player to kick the football between the uprights on the goal post; similar to the extra-point kick, but worth three points.

First down: The first in a series of four plays, called downs, during which an offensive team tries to advance ten yards.

Formation: A predetermined scheme in which individual players line up at certain positions.

Goal line: The white chalk line that indicates the boundary between the playing field and end zone. When an offensive player crosses the goal line in possession of the ball, he scores a touchdown.

Goal post: The vertical posts connected by a crossbar that make up the goal. Set ten yards behind the goal line.

Guard: Either of two offensive players who line up to the immediate outside of the center. His primary duty is to block the defensive tackle away from the quarterback or a running back.

Half: Two quarters, or periods.

Halftime: The intermission between the first and second halves of play.

Hike: The word that describes the exchange of the football from the center to the quarterback that initiates a play.

Hit: Hard physical contact between two players, especially between a tackler and a running back or wide receiver.

Interception: A pass caught by a defensive player rather than by the intended receiver.

Incompletion/incomplete pass: A pass dropped by the receiver or over- or underthrown by the quarterback.

Kickoff: The game-opening play in which a player from one team kicks the football to the opposing team. Kickoffs also follow touchdowns and field goals and the start of the second half.

Kickoff return: Running with the football after catching a kickoff.

Line: Refers to the players acting as blockers (on offense) and pass rushers (on defense).

Linebackers: The defensive players lined up immediately behind the line. Their primary responsibility is to stop the run, but they are also called on to drop back in pass coverage in some plays.

Linemen: The players—both offensively and defensively—who line up on the line of scrimmage.

Line of scrimmage: An imaginary line running from sideline to sideline through the football. Marks the boundary that separates offensive and defensive players before a play begins.

Nose guard: The defensive player who lines up directly opposite the offensive center. His primary duty is to stop running plays up the middle and chase the quarterback on pass plays.

Offense: The team in possession of the football on plays run from the line of scrimmage.

Out of bounds: The area surrounding the playing field. Bordered on the right and left by the sidelines, on the ends by the back of the end zone.

PAT: Abbreviation for point after touchdown. The point awarded to a team for kicking the ball through the uprights after scoring a touchdown.

Pass: Throwing the football downfield, usually from the quarterback to a wide receiver.

Pass pattern/route: The predetermined set of steps and directional changes run by a wide receiver that put the receiver in position to catch a pass.

Penalty: An infraction of the rules; the only *GFL Championship Football II* penalties are delay of game and out of bounds.

Pitchout: An underhanded pass thrown backward laterally from the quarterback to a running back, who then tries to run around the extreme outside hole in his offensive line.

Punt: A play that calls for an offensive player standing 15 yards behind the line of scrimmage to kick the football downfield. Usually occurs only on fourth down, when the offensive team has failed to get a first down.

Punt return: A play in which a defensive player catches a kicked (that is, punted) football, then tries to advance it downfield against the kicking team.

Quarter: A predetermined period of playing time equal to one-fourth of the game. *GFL Championship Football II* quarters can be 7½ or 15 minutes.

Quarterback: The offensive player who stands immediately behind the center, calls the signals and takes the snap, then runs, passes, or hands the football off to another player.

Reception: Catching a thrown pass. Also called a completion.

Referee: The official who makes sure all rules are followed, spots the ball after offensive plays, and keeps track of downs and yards to go during a game. In *GFL Championship Football II*, the computer acts as the referee.

Run: A offensive play in which the quarterback or a running back tries to move the football downfield.

Running backs: The offensive players who line up behind the quarterback and try to move the football downfield after taking a handoff or pitchout. In *GFL Championship Football II*, these are referred to as the fullbacks and halfback.

Safety: A defensive player who lines up in the defensive backfield; his main responsibility is to cover the deep passing zones and then move to the ball after it's been thrown or carried over the line of scrimmage.

Sideline: The white chalk line that marks the side boundaries of the playing field.

Sweep: An offensive rushing play in which the fullback cuts downfield outside, behind the block of one of the tackles.

TD: Abbreviation for touchdown. Crossing the goal line with the football; worth six points.

Tackle: Has two meanings: a lineman—either offense or defense—who lines up outside the guard; the act of grasping and pulling the ball carrier to the ground.

Uprights: The vertical sections of the goal post. The ball must pass between these for an offensive team to successfully kick a field goal or extra point.

Wide receiver: The offensive players who line up ten yards away from the nearest other player. Their primary responsibility is to run pass routes that allow them to catch the football.

Yard line: The white chalk line that runs from one sideline to another. Usually, only the major lines (for example, the 10-yard, 20-yard, 40-yard, etc.) are fully drawn across the field.

Yard marker: The shaded numbers on the left side of the field; these indicate the position of the ball on the field.

GAMESTAR★

YC-511-03